

DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUU	UUU	GGGGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUU	UUU	GGGGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUU	UUU	GGGGGGGGGGGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDD	DDD	BBB	UUU	UUU	GGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	GGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	GGGGGGGGGG
DDDDDDDDDDDD	EEEEEEEEEEEEEE	BBBBBBBBBBBBBB	UUUUUUUUUUUUUU	UUUUUUUUUUUUUU	GGGGGGGGGG

```
DDDDDDDD  BBBB BBBB  GGGGGGGG  NN  NN  EEEEEEEEE  XX  XX  CCCCCCCC  TTTTTTTTTT  EEEEEEEEE  ....
DDDDDDDD  BBBB BBBB  GGGGGGGG  NN  NN  EEEEEEEEE  XX  XX  CCCCCCCC  TTTTTTTTTT  EEEEEEEEE  ....
DD  DD  BB  BB  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  NNNN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  NNNN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BBBB BBBB  GG  NN  NN  EEEEEEE  XX  XX  CC  TT  EEEEEEE
DD  DD  BBBB BBBB  GG  NN  NN  EEEEEEE  XX  XX  CC  TT  EEEEEEE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DD  DD  BB  BB  GG  GG  NN  NN  EE  XX  XX  CC  TT  EE
DDDDDDDD  BBBB BBBB  GGGGGG  NN  NN  EEEEEEEEE  XX  XX  CCCCCCCC  TTT  EEEEEEEEE  ....
DDDDDDDD  BBBB BBBB  GGGGGG  NN  NN  EEEEEEEEE  XX  XX  CCCCCCCC  TTT  EEEEEEEEE  ....

LL  IIIIII  SSSSSSSS
LL  IIIIII  SSSSSSSS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SSSSSS
LL  II  SSSSSS
LL  II  SS
LL  II  SS
LL  II  SS
LL  II  SS
LLLLLLLLLL  IIIIII  SSSSSSSS
LLLLLLLLLL  IIIIII  SSSSSSSS
```

```
1 0001 0 MODULE DBGNEXCTE (IDENT = 'V04-000') =
2 0002 0
3 0003 1 BEGIN
4 0004 1
5 0005 1
6 0006 1 *****
7 0007 1 *
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25 0025 1 *
26 0026 1 *
27 0027 1 *****
28 0028 1
29 0029 1
30 0030 1 FACILITY:      DEBUG
31 0031 1
32 0032 1 ABSTRACT:
33 0033 1
34 0034 1     Contained in this module is the routine DBG$NEXECUTE_CMD which uses the
35 0035 1     literal value of the verb node of the command execution tree to decide
36 0036 1     which command execution network to invoke. In addition to this routine
37 0037 1     which is the highest level command execution network, this module contains
38 0038 1     several routines which are used by more than one command execution network
39 0039 1     during command execution.
40 0040 1
41 0041 1 ENVIRONMENT:  VAX/VMS
42 0042 1
43 0043 1 AUTHOR:      David Plummer, CREATION DATE:  4/15/80
44 0044 1
45 0045 1 VERSION:     V02.2-001
46 0046 1
47 0047 1 MODIFIED BY:
48 0048 1     Richard Title  Sep, 1981      Added support for the TYPE verb.
49 0049 1     RT             Oct, 1981      Added support for the SEARCH verb
50 0050 1     RT             Jan, 1982      Added support for the IF verb
51 0051 1     RT             Jan, 1982      Added support for the WHILE verb
52 0052 1     RT             Jan, 1982      Added support for the REPEAT verb
53 0053 1     RT             Jan, 1982      Added parameters to DBG$NCIS_ADD
54 0054 1     RT             Feb, 1982      Added support for EXITLOOP verb
55 0055 1     RT             Mar, 1982      Added support for DEFINE command
56 0056 1     RT             Apr, 1982      Added support for DECLARE command
57 0057 1     RT             Apr, 1982      Added support for SPAWN command
```


58	0058	1	RT	May, 1982	Added support for ALLOCATE command
59	0059	1	VJH	Jul, 1982	Added support for SYMBOLIZE command
60	0060	1	RT	Aug, 1982	Changed DBG\$NGET_ADDRESS to check
61	0061	1			for implementation level 3
62	0062	1	RT	Sep, 1982	Added support for UNDEFINE command
63	0063	1	PS	Oct, 1982	Added support for CALL command
64	0064	1	RT	Dec, 1982	Added support for ATTACH command
65	0065	1	RT	Feb, 1983	Added support for DUMP command
66	0066	1			
67	0067	1			
68	0068	1			
69	0202	1			
70	0203	1			
71	0204	1			
72	0205	1			
73	0206	1			
74	0207	1			
75	0208	1			
76	0209	1			
77	0210	1			

REQUIRE 'SRC\$:DBGPROLOG.REQ';
 LIBRARY 'LIB\$:DBGGEN.L32';
 FORWARD ROUTINE
 DBG\$NEXECUTE_CMD,
 DBG\$NCIS_ADD,
 DBG\$NCIS_OPENICF,
 DBG\$NCIS_REMOVE,
 DBG\$NGET_ADDRESS;

! Highest level execution network
 ! Adds a node to the CIS
 ! Opens an icf node in the CIS
 ! Removes a node from the CIS
 ! Obtains an Lvalue or Rvalue

79	0211	1	EXTERNAL ROUTINE	
80	0212	1	DBG\$DEF_PR_EXIT,	Procedure exit for a procedures
81	0213	1	DBG\$DEF_SYM_ADD,	Add defined symbol
82	0214	1	DBG\$DEF_SYM_FIND,	Look up defined symbol
83	0215	1	DBG\$DEPOSIT: NOVALUE,	Level 3 EXECUTE_DEPOSIT routine
84	0216	1	DBG\$EVALUATE: NOVALUE,	Level 3 EXECUTE_EVALUATE routine
85	0217	1	DBG\$EXAMINE: NOVALUE,	Level 3 EXECUTE_EXAMINE routine
86	0218	1	DBG\$GET_MEMORY,	Allocate permanent memory
87	0219	1	DBG\$GET_TEMPMEM,	Allocate temporary memory
88	0220	1	DBG\$MAKE_VMS_DESC,	Convert Primary Descriptor to
89	0221	1		VMS Descriptor
90	0222	1	DBG\$NCOPY_DESC,	Copy a descriptor
91	0223	1	DBG\$NEXECUTE_ALLOCATE,	ALLOCATE command execution network
92	0224	1	DBG\$NEXECUTE_AT_SIGN,	a filespec execution network
93	0225	1	DBG\$NEXECUTE_ATTACH,	ATTACH command execution network
94	0226	1	DBG\$NEXECUTE_CALL,	CALL command execution network
95	0227	1	DBG\$NEXECUTE_CANCEL,	CANCEL command execution network
96	0228	1	DBG\$NEXECUTE_DECLARE,	DECLARE command execution network
97	0229	1	DBG\$NEXECUTE_DEFINE,	DEFINE command execution network
98	0230	1	DBG\$NEXECUTE_DELETE,	DELETE command execution network
99	0231	1	DBG\$NEXECUTE_DUMP,	DUMP command execution network
100	0232	1	DBG\$NEXECUTE_EDIT,	EDIT command execution network
101	0233	1	DBG\$NEXECUTE_EXIT,	EXIT command execution network
102	0234	1	DBG\$NEXECUTE_EXITLOOP,	EXITLOOP command execution network
103	0235	1	DBG\$NEXECUTE_FOR,	FOR command execution network
104	0236	1	DBG\$NEXECUTE_GO,	GO command execution network
105	0237	1	DBG\$NEXECUTE_HELP,	HELP command execution network
106	0238	1	DBG\$NEXECUTE_IF,	IF command execution network
107	0239	1	DBG\$NEXECUTE_REPEAT,	REPEAT command execution network
108	0240	1	DBG\$NEXECUTE_SEARCH,	SEARCH command execution network
109	0241	1	DBG\$NEXECUTE_SET,	SET verb execution network
110	0242	1	DBG\$NEXECUTE_SHOW,	SHOW verb execution network
111	0243	1	DBG\$NEXECUTE_SPAWN,	SPAWN verb execution network
112	0244	1	DBG\$NEXECUTE_STEP,	STEP command execution network
113	0245	1	DBG\$NEXECUTE_SYMBOLIZE,	SYMBOLIZE command execution network
114	0246	1	DBG\$NEXECUTE_TYPE,	TYPE command execution network
115	0247	1	DBG\$NEXECUTE_UNDEFINE,	UNDEFINE command execution network
116	0248	1	DBG\$NEXECUTE_WHILE,	WHILE command execution network
117	0249	1	DBG\$NFREE_DESC,	Release space for a descriptor
118	0250	1	DBG\$NGET_LVAL,	Obtains a symbol's lvalue from a prim desc
119	0251	1	DBG\$NGET_SYMID,	Obtain a symid list
120	0252	1	DBG\$NGET_TYPE,	Obtains a symbol's type form a prim desc
121	0253	1	DBG\$NMAKE_ARG_VECT,	Constructs a message argument vector
122	0254	1	DBG\$NOUT_INFO,	Outputs an info message
123	0255	1	DBG\$REL_MEMORY: NOVALUE,	Release permanent memory
124	0256	1	DBG\$SCR_EXECUTE_DISPLAY_CMD: NOVALUE,	Execute the DISPLAY command
125	0257	1	DBG\$SCR_EXECUTE_SAVE_CMD: NOVALUE,	Execute the SAVE command
126	0258	1	DBG\$SCR_EXECUTE_SCROLL_CMD: NOVALUE,	Execute the SCROLL command
127	0259	1	DBG\$SCR_EXECUTE_SELECT_CMD: NOVALUE,	Execute the SELECT command
128	0260	1	DBG\$STA_LOCK_SYMID: NOVALUE;	Lock a SYMID list
129	0261	1		
130	0262	1	EXTERNAL	
131	0263	1	DBG\$GL_CISHEAD: REF C\$LINK,	Version 2 debugger head of command input stream
132	0264	1	DBG\$GL_CIS_LEVELS,	Count of number of levels of CIS.
133	0265	1	DBG\$GB_DEF_OUT: VECTOR[.BYTE],	Old debugger output vector control
134	0266	1	DBG\$GL_SCREEN_ERROR,	Screen error display pointer (or 0)
135	0267	1	DBG\$GL_SCREEN_NOGO,	Screen flag to turn off STEP and GO


```
136 0268 1 DBG$GL_SCREEN_OUTPUT,      ! Screen output display pointer (or 0)
137 0269 1 DBG$GL_SCREEN_SOURCE;      ! Screen source display pointer (or 0)
138 0270 1
139 0271 1 LITERAL
140 0272 1 ALLOCATE VERB                = DBG$K_ALLOCATE VERB,
141 0273 1 AT_SIGN VERB                = DBG$K_AT_SIGN VERB,
142 0274 1 ATTACH VERB                = DBG$K_ATTACH VERB,
143 0275 1 CALL VERB                  = DBG$K_CALL VERB,
144 0276 1 CANCEL VERB                = DBG$K_CANCEL VERB,
145 0277 1 DECLARE VERB               = DBG$K_DECLARE VERB,
146 0278 1 DEFINE VERB                = DBG$K_DEFINE VERB,
147 0279 1 DELETE VERB                = DBG$K_DELETE VERB,
148 0280 1 DEPOSIT VERB               = DBG$K_DEPOSIT VERB,
149 0281 1 DISPLAY VERB               = DBG$K_DISPLAY VERB,
150 0282 1 DUMP VERB                  = DBG$K_DUMP VERB,
151 0283 1 EDIT VERB                  = DBG$K_EDIT VERB,
152 0284 1 EVALUATE VERB              = DBG$K_EVALUATE VERB,
153 0285 1 EXAMINE VERB               = DBG$K_EXAMINE VERB,
154 0286 1 EXIT VERB                  = DBG$K_EXIT VERB,
155 0287 1 EXITCOOP VERB              = DBG$K_EXITCOOP VERB,
156 0288 1 FOR VERB                   = DBG$K_FOR VERB,
157 0289 1 GO VERB                    = DBG$K_GO VERB,
158 0290 1 HELP VERB                  = DBG$K_HELP VERB,
159 0291 1 IF VERB                     = DBG$K_IF VERB,
160 0292 1 REPEAT VERB                = DBG$K_REPEAT VERB,
161 0293 1 SAVE VERB                  = DBG$K_SAVE VERB,
162 0294 1 SCROLL VERB                = DBG$K_SCROLL VERB,
163 0295 1 SEARCH VERB                = DBG$K_SEARCH VERB,
164 0296 1 SELECT VERB                = DBG$K_SELECT VERB,
165 0297 1 SET VERB                   = DBG$K_SET VERB,
166 0298 1 SHOW VERB                  = DBG$K_SHOW VERB,
167 0299 1 SPAWN VERB                 = DBG$K_SPAWN VERB,
168 0300 1 STEP VERB                  = DBG$K_STEP VERB,
169 0301 1 SYMBOLIZE VERB              = DBG$K_SYMBOLIZE VERB,
170 0302 1 TYPE VERB                  = DBG$K_TYPE VERB,
171 0303 1 UNDEFINE VERB              = DBG$K_UNDEFINE VERB,
172 0304 1 WHILE VERB                 = DBG$K_WHILE VERB;
173 0305 1
174 0306 1
175 0307 1 ! The following macro verifies entrance to, or exit from an ICF.
176 0308 1 !
177 0309 1 MACRO
178 M 0310 1     ICF_MESSAGE (PREFIX) =
179 M 0311 1
180 M 0312 1     BEGIN
181 M 0313 1     BIND
182 M 0314 1         ENTER_PHRASE = UPLIT BYTE(8, %ASCII 'entering'),
183 M 0315 1         EXIT_PHRASE  = UPLIT BYTE(7, %ASCII 'exiting');
184 M 0316 1
185 M 0317 1     LOCAL
186 M 0318 1         PHRASE;
187 M 0319 1
188 M 0320 1     IF prefix EQL 1
189 M 0321 1     THEN
190 M 0322 1         phrase = enter_phrase
191 M 0323 1     ELSE
192 M 0324 1         phrase = exit_phrase;
```

DBGNEXCTE
V04-000

E B
16-Sep-1984 01:44:11
14-Sep-1984 12:17:13

VAX-11 Bliss-32 V4.0-742
[DEBUG.SRC]DBGNEXCTE.B32;1

Page 5
(2)

:	193	M	0325	1
:	194	M	0326	1
:	195	M	0327	1
:	196	M	0328	1
:	197		0329	1

dbg\$nout_info (dbg\$verifyicf, 3, .phrase, .fab_ptr[fab\$b_fns], .fab_ptr[fab\$l_fna]); ! Info messa
END X ;

```
199 0330 1 GLOBAL ROUTINE DBG$NEXECUTE_CMD (VERB_NODE_PTR, MESSAGE_VECT) =
200 0331 1
201 0332 1
202 0333 1 FUNCTIONAL DESCRIPTION:
203 0334 1     DBG$NEXECUTE_CMD is the highest level command execution network. This
204 0335 1     routine examines the value of the verb node in the command execution
205 0336 1     tree to decide which DEBUG command is to be executed, and transfer to
206 0337 1     an appropriate subnetwork to perform the associated semantic action.
207 0338 1
208 0339 1 FORMAL PARAMETERS:
209 0340 1
210 0341 1     VERB_NODE_PTR -      pointer to the head of the command execution tree
211 0342 1
212 0343 1     MESSAGE_VECT -      address of a longword to contain the address of
213 0344 1                      a message argument vector
214 0345 1
215 0346 1 IMPLICIT INPUTS:
216 0347 1
217 0348 1     NONE
218 0349 1
219 0350 1 IMPLICIT OUTPUTS:
220 0351 1
221 0352 1     NONE
222 0353 1
223 0354 1 ROUTINE VALUE:
224 0355 1
225 0356 1     unsigned integer longword completion code
226 0357 1
227 0358 1 COMPLETION CODES:
228 0359 1
229 0360 1     ST$K_SEVERE (4) -      The specified command could not be executed
230 0361 1
231 0362 1     ST$K_SUCCESS (1) -     The specified command was executed
232 0363 1
233 0364 1 SIDE EFFECTS:
234 0365 1
235 0366 1     The semantic actions corresponding to the parsed DEBUG command are
236 0367 1     performed. Various states of the debugger and user program may be
237 0368 1     altered, and output may be displayed to the user and written to a log
238 0369 1     file.
239 0370 1
240 0371 1
241 0372 2 BEGIN
242 0373 2
243 0374 2 LOCAL
244 0375 2     VERB_NODE : REF DBG$VERB_NODE;          ! Command verb node
245 0376 2
246 0377 2
247 0378 2
248 0379 2     ! Check for a command to execute.
249 0380 2
250 0381 2 IF .VERB_NODE_PTR EQL 0 THEN RETURN ST$K_SUCCESS;
251 0382 2
252 0383 2
253 0384 2     ! Obtain the verb node and set the pointer to it to 0.
254 0385 2
255 0386 2     verb_node = ..verb_node_ptr;
```



```
256 0387  
257 0388  
258 0389  
259 0390  
260 0391  
261 0392  
262 0393  
263 0394  
264 0395  
265 0396  
266 0397  
267 0398  
268 0399  
269 0400  
270 0401  
271 0402  
272 0403  
273 0404  
274 0405  
275 0406  
276 0407  
277 0408  
278 0409  
279 0410  
280 0411  
281 0412  
282 0413  
283 0414  
284 0415  
285 0416  
286 0417  
287 0418  
288 0419  
289 0420  
290 0421  
291 0422  
292 0423  
293 0424  
294 0425  
295 0426  
296 0427  
297 0428  
298 0429  
299 0430  
300 0431  
301 0432  
302 0433  
303 0434  
304 0435  
305 0436  
306 0437  
307 0438  
308 0439  
309 0440  
310 0441  
311 0442  
312 0443
```

```
.verb_node_ptr = 0;  
  
! Now transfer control to the appropriate subnetwork and return  
! RETURN  
    ( CASE .VERB_NODE [DBG$B_VERB_LITERAL] FROM DBG$K_FIRST_VERB  
      TO DBG$K_LAST_VERB OF  
      SET  
      [allocate_verb] :  
        dbg$nexecute_allocate (.verb_node, .message_vect);  
      [at_sign_verb] :  
        dbg$nexecute_at_sign (.verb_node, .message_vect);  
      [attach_verb] :  
        dbg$nexecute_attach (.verb_node, .message_vect);  
      [call_verb] :  
        dbg$nexecute_call (.verb_node, .message_vect);  
      [cancel_verb] :  
        dbg$nexecute_cancel (.verb_node, .message_vect);  
      [declare_verb] :  
        dbg$nexecute_declare (.verb_node, .message_vect);  
      [define_verb] :  
        dbg$nexecute_define (.verb_node, .message_vect);  
      [delete_verb] :  
        dbg$nexecute_delete (.verb_node, .message_vect);  
      [deposit_verb] :  
        (dbg$deposit(.verb_node);sts$k_success);  
      [DISPLAY_VERB]:  
        (DBG$SCR_EXECUTE_DISPLAY_CMD(.VERB_NODE, FALSE);  
         STS$K_SUCCESS);  
      [dump_verb] :  
        dbg$nexecute_dump(.verb_node, .message_vect);  
      [edit_verb] :  
        dbg$nexecute_edit(.verb_node, .message_vect);  
      [evaluate_verb] :  
        (dbg$evaluate(.verb_node);sts$k_success);  
      [examine_verb] :  
        (dbg$examine(.verb_node);sts$k_success);  
      [exit_verb] :  
        dbg$nexecute_exit (.verb_node, .message_vect);  
      [exitloop_verb] :
```

313	0444	dbg\$nextecute_exitloop (.verb_node, .message_vect);
314	0445	
315	0446	[for_verb] :
316	0447	dbg\$nextecute_for (.verb_node, .message_vect);
317	0448	
318	0449	[go_verb] :
319	0450	dbg\$nextecute_go (.verb_node, .message_vect);
320	0451	
321	0452	[help_verb] :
322	0453	dbg\$nextecute_help (.verb_node, .message_vect);
323	0454	
324	0455	[if_verb] :
325	0456	dbg\$nextecute_if (.verb_node, .message_vect);
326	0457	
327	0458	[repeat_verb] :
328	0459	dbg\$nextecute_repeat (.verb_node, .message_vect);
329	0460	
330	0461	[SAVE VERB]:
331	0462	(DBG\$SCR_EXECUTE_SAVE_CMD(.VERB_NODE);
332	0463	ST\$K_SUCCESS);
333	0464	
334	0465	[SCROLL VERB]:
335	0466	(DBG\$SCR_EXECUTE_SCROLL_CMD(.VERB_NODE);
336	0467	ST\$K_SUCCESS);
337	0468	
338	0469	[search_verb] :
339	0470	dbg\$nextecute_search (.verb_node, .message_vect);
340	0471	
341	0472	[SELECT VERB]:
342	0473	(DBG\$SCR_EXECUTE_SELECT_CMD(.VERB_NODE);
343	0474	ST\$K_SUCCESS);
344	0475	
345	0476	[show_verb] :
346	0477	dbg\$nextecute_show (.verb_node, .message_vect);
347	0478	
348	0479	[set_verb] :
349	0480	dbg\$nextecute_set (.verb_node, .message_vect);
350	0481	
351	0482	[spawn_verb] :
352	0483	dbg\$nextecute_spawn (.verb_node, .message_vect);
353	0484	
354	0485	[step_verb] :
355	0486	dbg\$nextecute_step (.verb_node, .message_vect);
356	0487	
357	0488	[symbolize_verb] :
358	0489	dbg\$nextecute_symbolize (.verb_node, .message_vect);
359	0490	
360	0491	[type_verb] :
361	0492	dbg\$nextecute_type (.verb_node, .message_vect);
362	0493	
363	0494	[undefine_verb] :
364	0495	dbg\$nextecute_undefine (.verb_node, .message_vect);
365	0496	
366	0497	[while_verb] :
367	0498	dbg\$nextecute_while (.verb_node, .message_vect);
368	0499	
369	0500	[INRANGE, OUTRANGE] :

```

.EXTRN DBGSDEF_PR_EXIT
.EXTRN DBGSDEF_SYM_ADD
.EXTRN DBGSDEF_SYM_FIND
.EXTRN DBGSDEPOSIT; DBGSEVALUATE
.EXTRN DBGSSEXAMINE; DBGSGET_MEMORY
.EXTRN DBGSGET_TEMPHEM
.EXTRN DBGSMAKE_VMS_DESC
.EXTRN DBGSNCOPY_DESC; DBGSNEXECUTE_ALLOCATE
.EXTRN DBGSNEXECUTE_AT_SIGN
.EXTRN DBGSNEXECUTE_ATTACH
.EXTRN DBGSNEXECUTE_CALL
.EXTRN DBGSNEXECUTE_CANCEL
.EXTRN DBGSNEXECUTE_DECLARE
.EXTRN DBGSNEXECUTE_DEFINE
.EXTRN DBGSNEXECUTE_DELETE
.EXTRN DBGSNEXECUTE_DUMP
.EXTRN DBGSNEXECUTE_EDIT
.EXTRN DBGSNEXECUTE_EXIT
.EXTRN DBGSNEXECUTE_EXITLOOP
.EXTRN DBGSNEXECUTE_FOR
.EXTRN DBGSNEXECUTE_GO
.EXTRN DBGSNEXECUTE_HELP
.EXTRN DBGSNEXECUTE_IF
.EXTRN DBGSNEXECUTE_REPEAT
.EXTRN DBGSNEXECUTE_SEARCH
.EXTRN DBGSNEXECUTE_SET
.EXTRN DBGSNEXECUTE_SHOW
.EXTRN DBGSNEXECUTE_SPAWN
.EXTRN DBGSNEXECUTE_STEP
.EXTRN DBGSNEXECUTE_SYMBOLIZE
.EXTRN DBGSNEXECUTE_TYPE
.EXTRN DBGSNEXECUTE_UNDEFINE
.EXTRN DBGSNEXECUTE_WHILE
.EXTRN DBGSNFREE_DESC; DBGSNGET_LVAL
.EXTRN DBGSNGET_SYMID; DBGSNGET_TYPE
.EXTRN DBGSNMAKE_ARG_VECT
.EXTRN DBGSNOUT_INFO; DBGSREL_MEMORY
.EXTRN DBGSSCR_EXECUTE_DISPLAY_CMD

```


				0004 00000
	50	04	AC	D0 00002
			03	12 00006
	52		019F	31 00008
			60	D0 0000B
			60	D4 0000E
	01		62	8F 00010
00AD	20			
010F	0093	0086	006C	00014
01C1	0104	00F9	00C7	0001C
0150	019A	01A7	0136	00024
00A0	0180	01DB	0143	0002C
01E8	011C	015D	01F5	00034
00D2	01CE	005F	01B4	0003C
00BA	00DF	0079	0129	00044
	016A	018D	0175	0004C
			00EC	00054

```
.EXTRN DBG$SCR_EXECUTE_SAVE_CMD
.EXTRN DBG$SCR_EXECUTE_SCROLL_CMD
.EXTRN DBG$SCR_EXECUTE_SELECT_CMD
.EXTRN DBG$STA_LOCK_SYMID
.EXTRN DBG$GL_CISHEAD, DBG$GL_CIS_LEVELS
.EXTRN DBG$GB_DEF_OUT, DBG$GL_SCREEN_ERROR
.EXTRN DBG$GL_SCREEN_NOGO
.EXTRN DBG$GL_SCREEN_OUTPUT
.EXTRN DBG$GL_SCREEN_SOURCE
```

```
.PSECT DBG$CODE, NOWRT, SHR, PIC, 0
```

```
.ENTRY DBG$NEXECUTE_CMD, Save R2
MOVL VERB_NODE_PTR, R0
BNEQ 1$
BRW 30$
MOVL (R0), VERB_NODE
CLRL (R0)
CASEB (VERB_NODE), #1, #32
.WORD
```

```
4$-2$,-
6$-2$,-
7$-2$,-
9$-2$,-
11$-2$,-
15$-2$,-
16$-2$,-
18$-2$,-
21$-2$,-
32$-2$,-
31$-2$,-
34$-2$,-
22$-2$,-
36$-2$,-
28$-2$,-
23$-2$,-
38$-2$,-
24$-2$,-
19$-2$,-
8$-2$,-
33$-2$,-
3$-2$,-
35$-2$,-
37$-2$,-
20$-2$,-
5$-2$,-
13$-2$,-
12$-2$,-
26$-2$,-
29$-2$,-
25$-2$,-
10$-2$,-
14$-2$,-
```

```
PUSHAB P, AAA
PUSHL #1
PUSHL #164432
CALLS #3, DBG$NMAKE_ARG_VECT
MOVL R0, @MESSAGE_VECT
```

		00000000'	EF	9F	00056
			01	DD	0005C
		00028250	8F	DD	0005E
00000000G	00		03	FB	00064
08	BC		50	D0	00068

0330
0381

0386
0387
0393

0503
0502

50	04	DD	0006F	MOVL	#4, R0	0501
	04	DD	00072	RET		
	08	AC	DD 00073	3\$: PUSHL	MESSAGE_VECT	0398
00000000G	00	52	DD 00076	PUSHL	VERB_NODE	
	02	FB	00078	CALLS	#2, DBG\$NEXECUTE_ALLOCATE	
		04	0007F	RET		
	08	AC	DD 00080	4\$: PUSHL	MESSAGE_VECT	0401
00000000G	00	52	DD 00083	PUSHL	VERB_NODE	
	02	FB	00085	CALLS	#2, DBG\$NEXECUTE_AT_SIGN	
		04	0008C	RET		
	08	AC	DD 0008D	5\$: PUSHL	MESSAGE_VECT	0404
00000000G	00	52	DD 00090	PUSHL	VERB_NODE	
	02	FB	00092	CALLS	#2, DBG\$NEXECUTE_ATTACH	
		04	00099	RET		
	08	AC	DD 0009A	6\$: PUSHL	MESSAGE_VECT	0407
00000000G	00	52	DD 0009D	PUSHL	VERB_NODE	
	02	FB	0009F	CALLS	#2, DBG\$NEXECUTE_CALL	
		04	000A6	RET		
	08	AC	DD 000A7	7\$: PUSHL	MESSAGE_VECT	0410
00000000G	00	52	DD 000AA	PUSHL	VERB_NODE	
	02	FB	000AC	CALLS	#2, DBG\$NEXECUTE_CANCEL	
		04	000B3	RET		
	08	AC	DD 000B4	8\$: PUSHL	MESSAGE_VECT	0413
00000000G	00	52	DD 000B7	PUSHL	VERB_NODE	
	02	FB	000B9	CALLS	#2, DBG\$NEXECUTE_DECLARE	
		04	000C0	RET		
	08	AC	DD 000C1	9\$: PUSHL	MESSAGE_VECT	0416
00000000G	00	52	DD 000C4	PUSHL	VERB_NODE	
	02	FB	000C6	CALLS	#2, DBG\$NEXECUTE_DEFINE	
		04	000CD	RET		
	08	AC	DD 000CE	10\$: PUSHL	MESSAGE_VECT	0419
00000000G	00	52	DD 000D1	PUSHL	VERB_NODE	
	02	FB	000D3	CALLS	#2, DBG\$NEXECUTE_DELETE	
		04	000DA	RET		
		52	DD 000DB	11\$: PUSHL	VERB_NODE	0422
00000000G	00	01	FB 000DD	CALLS	#1, DBG\$DEPOSIT	
		3B	11 000E4	BRB	17\$	
		7E	D4 000E6	12\$: CLRL	-(SP)	0425
		52	DD 000E8	PUSHL	VERB_NODE	
00000000G	00	02	FB 000EA	CALLS	#2, DBG\$SCR_EXECUTE_DISPLAY_CMD	
		2E	11 000F1	BRB	17\$	
	08	AC	DD 000F3	13\$: PUSHL	MESSAGE_VECT	0429
00000000G	00	52	DD 000F6	PUSHL	VERB_NODE	
	02	FB	000F8	CALLS	#2, DBG\$NEXECUTE_DUMP	
		04	000FF	RET		
	08	AC	DD 00100	14\$: PUSHL	MESSAGE_VECT	0432
00000000G	00	52	DD 00103	PUSHL	VERB_NODE	
	02	FB	00105	CALLS	#2, DBG\$NEXECUTE_EDIT	
		04	0010C	RET		
		52	DD 0010D	15\$: PUSHL	VERB_NODE	0435
00000000G	00	01	FB 0010F	CALLS	#1, DBG\$EVALUATE	
		7A	11 00116	BRB	27\$	
		52	DD 00118	16\$: PUSHL	VERB_NODE	0438
00000000G	00	01	FB 0011A	CALLS	#1, DBG\$EXAMINE	
		6F	11 00121	17\$: BRB	27\$	
	08	AC	DD 00123	18\$: PUSHL	MESSAGE_VECT	0441
		52	DD 00126	PUSHL	VERB_NODE	

00000000G	00	02	FB	00128	CALLS	#2, DBG\$NEXECUTE_EXIT	
			04	0012F	RET		
		08	AC	DD	00130	19%: PUSHL	MESSAGE_VECT
			52	DD	00133	PUSHL	VERB_NODE
00000000G	00	02	FB	00135	CALLS	#2, DBG\$NEXECUTE_EXITLOOP	
			04	0013C	RET		
		08	AC	DD	0013D	20%: PUSHL	MESSAGE_VECT
			52	DD	00140	PUSHL	VERB_NODE
00000000G	00	02	FB	00142	CALLS	#2, DBG\$NEXECUTE_FOR	
			04	00149	RET		
		08	AC	DD	0014A	21%: PUSHL	MESSAGE_VECT
			52	DD	0014D	PUSHL	VERB_NODE
00000000G	00	02	FB	0014F	CALLS	#2, DBG\$NEXECUTE_GO	
			04	00156	RET		
		08	AC	DD	00157	22%: PUSHL	MESSAGE_VECT
			52	DD	0015A	PUSHL	VERB_NODE
00000000G	00	02	FB	0015C	CALLS	#2, DBG\$NEXECUTE_HELP	
			04	00163	RET		
		08	AC	DD	00164	23%: PUSHL	MESSAGE_VECT
			52	DD	00167	PUSHL	VERB_NODE
00000000G	00	02	FB	00169	CALLS	#2, DBG\$NEXECUTE_IF	
			04	00170	RET		
		08	AC	DD	00171	24%: PUSHL	MESSAGE_VECT
			52	DD	00174	PUSHL	VERB_NODE
00000000G	00	02	FB	00176	CALLS	#2, DBG\$NEXECUTE_REPEAT	
			04	0017D	RET		
			52	DD	0017E	25%: PUSHL	VERB_NODE
00000000G	00	01	FB	00180	CALLS	#1, DBG\$SCR_EXECUTE_SAVE_CMD	
			21	11	00187	BRB	30%
			52	DD	00189	26%: PUSHL	VERB_NODE
00000000G	00	01	FB	0018B	CALLS	#1, DBG\$SCR_EXECUTE_SCROLL_CMD	
			16	11	00192	BRB	30%
		08	AC	DD	00194	28%: PUSHL	MESSAGE_VECT
			52	DD	00197	PUSHL	VERB_NODE
00000000G	00	02	FB	00199	CALLS	#2, DBG\$NEXECUTE_SEARCH	
			04	001A0	RET		
			52	DD	001A1	29%: PUSHL	VERB_NODE
00000000G	00	01	FB	001A3	CALLS	#1, DBG\$SCR_EXECUTE_SELECT_CMD	
	50	01	DD	001AA	30%: MOVL	#1, R0	
			04	001AD	RET		
		08	AC	DD	001AE	31%: PUSHL	MESSAGE_VECT
			52	DD	001B1	PUSHL	VERB_NODE
00000000G	00	02	FB	001B3	CALLS	#2, DBG\$NEXECUTE_SHOW	
			04	001BA	RET		
		08	AC	DD	001BB	32%: PUSHL	MESSAGE_VECT
			52	DD	001BE	PUSHL	VERB_NODE
00000000G	00	02	FB	001C0	CALLS	#2, DBG\$NEXECUTE_SET	
			04	001C7	RET		
		08	AC	DD	001C8	33%: PUSHL	MESSAGE_VECT
			52	DD	001CB	PUSHL	VERB_NODE
00000000G	00	02	FB	001CD	CALLS	#2, DBG\$NEXECUTE_SPAWN	
			04	001D4	RET		
		08	AC	DD	001D5	34%: PUSHL	MESSAGE_VECT
			52	DD	001D8	PUSHL	VERB_NODE
00000000G	00	02	FB	001DA	CALLS	#2, DBG\$NEXECUTE_STEP	
			04	001E1	RET		
		08	AC	DD	001E2	35%: PUSHL	MESSAGE_VECT

DBGNEXCTE
V04-000

M B
16-Sep-1984 01:44:11
14-Sep-1984 12:17:13

VAX-11 Bliss-32 V4.0-742
[DEBUG.SRC]DBGNEXCTE.B32;1

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00000000G	00	52	DD	001E5		PUSHL	VERB NODE		
		02	FB	001E7		CALLS	#2, DBG\$NEXECUTE_SYMBOLIZE		
				04	001EE	RET			
		08	AC	DD	001EF	36\$:	PUSHL	MESSAGE VECT	0492
00000000G	00	52	DD	001F2		PUSHL	VERB NODE		
		02	FB	001F4		CALLS	#2, DBG\$NEXECUTE_TYPE		
				04	001FB	RET			
		08	AC	DD	001FC	37\$:	PUSHL	MESSAGE VECT	0495
00000000G	00	52	DD	001FF		PUSHL	VERB NODE		
		02	FB	00201		CALLS	#2, DBG\$NEXECUTE_UNDEFINE		
				04	00208	RET			
		08	AC	DD	00209	38\$:	PUSHL	MESSAGE VECT	0498
00000000G	00	52	DD	0020C		PUSHL	VERB NODE		
		02	FB	0020E		CALLS	#2, DBG\$NEXECUTE_WHILE		
				04	00215	RET			0508

; Routine Size: 534 bytes, Routine Base: DBG\$CODE + 0000

```
379 0509 1 GLOBAL ROUTINE DBG$NCIS_ADD (POINTER, LENGTH, TYPE,
380 0510 1 REPEAT_COUNT, WHILE_CLAUSE, LOOP_INCR) =
381 0511 1
382 0512 1 FUNCTION
383 0513 1 This routine creates and adds a new Command Input Stream (CIS) Entry
384 0514 1 to the Command Input Stream Stack. The global variable DBG$GL_CISHEAD
385 0515 1 is set to point to the new CIS Entry so that DEBUG commands are gotten
386 0516 1 from this new CIS Entry first. The forward link in the new entry is
387 0517 1 set to contain the old value of DBG$GL_CISHEAD so that the previous
388 0518 1 CIS entry is restored once the new CIS entry is emptied of commands.
389 0519 1
390 0520 1 INPUTS
391 0521 1 POINTER - The address of either a buffer or a RAB to be placed
392 0522 1 in the DSC$A_POINTER field of the new link.
393 0523 1
394 0524 1 LENGTH - The length of the above buffer (0 for RAB).
395 0525 1
396 0526 1 TYPE - The type of the link to be added.
397 0527 1
398 0528 1 REPEAT_COUNT - The count for a CIS of type CIS_REPEAT. For a CIS of
399 0529 1 type FOR, this contains the upper bound.
400 0530 1
401 0531 1 WHILE_CLAUSE - A counted string with the action clause for a CIS of
402 0532 1 type CIS_WHILE. For a CIS of type FOR, this contains the
403 0533 1 name of the loop variable.
404 0534 1
405 0535 1 LOOP_INCR - The loop increment in FOR loops.
406 0536 1
407 0537 1
408 0538 1 OUTPUTS
409 0539 1 This routine returns STS$K_SUCCESS as its value.
410 0540 1
411 0541 1
412 0542 2 BEGIN
413 0543 2
414 0544 2 MAP
415 0545 2 WHILE_CLAUSE: REF VECTOR [,BYTE];
416 0546 2
417 0547 2 LOCAL
418 0548 2 FOR_LOOP_VAR, | Points to counted string with FOR
419 0549 2 | loop variable
420 0550 2 FOR_UPPER_BOUND, | Integer with upper bound for FOR loops
421 0551 2 TEMP; | Temporary pointer to head CIS node
422 0552 2
423 0553 2
424 0554 2
425 0555 2 | Increment the count of the number of levels of CIS we have.
426 0556 2
427 0557 2 DBG$GL_CIS_LEVELS = .DBG$GL_CIS_LEVELS + 1;
428 0558 2
429 0559 2
430 0560 2 | Pick up the FOR-loop bounds if this is a FOR-loop CIS.
431 0561 2
432 0562 2 FOR_LOOP_VAR = .WHILE_CLAUSE;
433 0563 2 FOR_UPPER_BOUND = .REPEAT_COUNT;
434 0564 2
435 0565 2
```

```
436 0566 2 ! Save current list head and allocate a new one
437 0567
438 0568
439 0569 TEMP = .DBG$GL_CISHEAD ;
440 0570 DBG$GL_CISHEAD = DBG$GET MEMORY ((CIS_ELEMENTS+3)/XUPVAL);
441 0571 DBG$GL_CISHEAD [CIS$A_NEXT_LINK] = .TEMP;
442 0572 DBG$GL_CISHEAD [CIS$A_INPUT_PTR] = .POINTER;
443 0573 DBG$GL_CISHEAD [CIS$B_INPUT_TYPE] = .TYPE;
444 0574 DBG$GL_CISHEAD [CIS$W_LENGTH] = .LENGTH;
445 0575
446 0576 IF .TYPE EQL CIS_REPEAT
447 0577 THEN
448 0578     DBG$GL_CISHEAD [CIS$L_REPEAT_COUNT] = .REPEAT_COUNT;
449 0579
450 0580 IF .TYPE EQL CIS_WHILE
451 0581 THEN
452 0582     DBG$GL_CISHEAD [CIS$V_WHILE_FLAG] = .WHILE_CLAUSE;
453 0583
454 0584 IF .TYPE EQL CIS_FOR
455 0585 THEN
456 0586     BEGIN
457 0587         DBG$GL_CISHEAD [CIS$L_FOR_UPPER_BOUND] = .FOR_UPPER_BOUND;
458 0588         DBG$GL_CISHEAD [CIS$A_FOR_LOOP_VAR] = .FOR_LOOP_VAR;
459 0589         DBG$GL_CISHEAD [CIS$L_FOR_LOOP_INCR] = .LOOP_INCR;
460 0590     END;
461 0591
462 0592 ! The fields INIT_ADDR and INIT_LENGTH are used to determine
463 0593 ! how much storage to release for this buffer, since the pointer
464 0594 ! field is modified by the parser among others.
465 0595
466 0596 DBG$GL_CISHEAD [CIS$A_INIT_ADDR] = .POINTER;
467 0597
468 0598
469 0599 ! If we are adding an input buffer add 1 byte to the length
470 0600 ! to be released because we allocated an extra one so we could
471 0601 ! guarantee a zero byte at the end of the string.
472 0602
473 0603 IF .TYPE EQL CIS_INPBUF
474 0604 THEN
475 0605     DBG$GL_CISHEAD [CIS$W_INIT_LENGTH] = .LENGTH + 1
476 0606
477 0607 ELSE
478 0608     DBG$GL_CISHEAD [CIS$W_INIT_LENGTH] = .LENGTH;
479 0609
480 0610 RETURN ST$K_SUCCESS;
481 0611
482 0612 1
```

```
003C 0000
55 00000000G 00 9E 00002
   00000000G 00 D6 00009
53          10 AC 7D 0000F
52          65 D0 00013
```

```
.ENTRY DBG$NCIS ADD, Save R2,R3,R4,R5
MOVAB  DBG$GL_CISHEAD, R5
INCL   DBG$GL_CIS_LEVELS
MOVQ   REPEAT_COUNT, FOR_UPPER_BOUND
MOVL   DBG$GL_CISHEAD, TEMP
```

```
: 0509
:
: 0557
: 0563
: 0568
```


		00000000G	00	0E	DD	00016	PUSHL	#14	0569
			65	01	FB	00018	CALLS	#1, DBG\$GET_MEMORY	
		08	A0	50	D0	0001F	MOVL	R0, DBG\$GL [ISHEAD	
		04	A0	52	D0	00022	MOVL	TEMP, 8(R0)	0570
			51	04	AC	00026	MOVL	POINTER, 4(R0)	0571
		02	A0	0C	AC	0002B	MOVL	TYPE, R1	0572
			60	51	90	0002F	MOVB	R1, 2(R0)	
		04		08	AC	00033	MOVW	LENGTH, (R0)	0573
				51	D1	00037	CMPL	R1, #4	0575
		18	A0	05	12	0003A	BNEQ	1\$	
			05	10	AC	0003C	MOVL	REPEAT_COUNT, 24(R0)	0577
				51	D1	00041	CMPL	R1, #5	0579
12	A0		01	07	12	00044	BNEQ	2\$	
			07	14	AC	00046	INSV	WHILE_CLAUSE, #1, #1, 18(R0)	0581
				51	D1	0004D	CMPL	R1, #7	0583
		18	A0	09	12	00050	BNEQ	3\$	
		20	A0	53	7D	00052	MOVQ	FOR_UPPER_BOUND, 24(R0)	0586
		0C	A0	18	AC	00056	MOVL	LOOP_INCR, 32(R0)	0588
			02	04	AC	0005B	MOVL	POINTER, 12(R0)	0596
				51	D1	00060	CMPL	R1, #2	0603
				08	12	00063	BNEQ	4\$	
	10	A0	08	01	A1	00065	ADDW3	#1, LENGTH, 16(R0)	0605
				05	11	0006B	BRB	5\$	
		10	A0	08	AC	0006D	MOVW	LENGTH, 16(R0)	0608
			50	01	D0	00072	MOVL	#1, R0	0610
				04	00075	RET		0612	

; Routine Size: 118 bytes, Routine Base: DBG\$CODE + 0216

```
484 0613 1 GLOBAL ROUTINE DBGSNCIS_OPENICF (MESSAGE_VECT) =
485 0614 1
486 0615 1 **
487 0616 1 FUNCTIONAL DESCRIPTION:
488 0617 1 Routine is called when there is a RAB at the top of the command
489 0618 1 input stream. It opens the related FAB and connects the RAB to it
490 0619 1
491 0620 1 FORMAL PARAMETERS:
492 0621 1 message_vect - address of a longword to contain address of message vector
493 0622 1
494 0623 1 IMPLICIT INPUTS:
495 0624 1 The head of the command input stream
496 0625 1
497 0626 1 IMPLICIT OUTPUTS:
498 0627 1
499 0628 1 on failure, a message argument vector
500 0629 1
501 0630 1 ROUTINE VALUE:
502 0631 1
503 0632 1 sts$k_success (1) - action performed
504 0633 1
505 0634 1 sts$k_severe (4) - failure
506 0635 1
507 0636 1 SIDE EFFECTS:
508 0637 1 A FAB is opened and a RAB connected to it. If SET OUTPUT VERIFY, then
509 0638 1 a message is generated indicating we are entering an indirect command file
510 0639 1 --
511 0640 2 BEGIN
512 0641 2
513 0642 2 LOCAL
514 0643 2 STATUS, ! Holds RMS status code
515 0644 2 FAB_PTR : REF $FAB_DECL, ! File access block pointer
516 0645 2 RAB_PTR : REF $RAB_DECL; ! Record access block pointer
517 0646 2
518 0647 2 ! Extract the related FAB from the RAB at the top of the cis
519 0648 2
520 0649 2 rab_ptr = .dbg$gl_cishead [cis$a_input_ptr];
521 0650 2 fab_ptr = .rab_ptr [rab$l_fab];
522 0651 2
523 0652 2 status = $OPEN (FAB=.fab_ptr);
524 0653 2 IF NOT .status
525 0654 2 THEN
526 0655 2 BEGIN
527 0656 2
528 0657 2 LOCAL
529 0658 2 MSG_DESC : REF dbg$stg_desc; ! String descriptor for message
530 0659 2
531 0660 2 msg_desc = dbg$get_tempmem (2);
532 0661 2
533 0662 2 msg_desc[dsc$w_length] = .fab_ptr[fab$b_fns];
534 0663 2 msg_desc[dsc$a_pointer] = .fab_ptr[fab$l_fna];
535 0664 2
536 0665 2
537 0666 2 ! Flag link for removal so we won't try to read from it again
538 0667 2
539 0668 2 dbg$gl_cishead[cis$v_rem_flag] = 1;
540 0669 2
```

```

541 0670 .message_vect = dbg$make_arg_vect (shr$openin + dbg_fac_code,
542 0671 1,
543 0672 .msg_desc, .fab_ptr[fab$l_sts], .fab_ptr[fab$l_stv]);
544 0673
545 0674 RETURN sts$k_severe;
546 0675
547 0676 END;
548 0677
549 0678
550 0679 ! Connect the RAB to the just opened FAB
551 0680
552 0681 status = $CONNECT (RAB=.rab_ptr);
553 0682 IF NOT .status
554 0683 THEN
555 0684 BEGIN
556 0685 LOCAL
557 0686 MSG_DESC : REF dbg$stg_desc; ! string descriptor for message
558 0687
559 0688 msg_desc = dbg$get_tempmem (2);
560 0689
561 0690 msg_desc[dsc$w_length] = .fab_ptr[fab$b_fns];
562 0691 msg_desc[dsc$a_pointer] = .fab_ptr[fab$l_fna];
563 0692
564 0693
565 0694 ! Flag link for removal so we won't try to read from it again
566 0695
567 0696 dbg$gl_cishead[cis$v_rem_flag] = 1;
568 0697
569 0698 .message_vect = dbg$make_arg_vect (shr$openin + dbg_fac_code,
570 0699 1, .msg_desc,
571 0700 .fab_ptr[fab$l_sts],
572 0701 .fab_ptr[fab$l_stv]);
573 0702
574 0703 RETURN sts$k_severe;
575 0704
576 0705 END;
577 0706
578 0707
579 0708 ! Check for verification message.
580 0709
581 0710 IF .dbg$gb_def_out [out_verify]
582 0711 THEN
583 0712 icf_message(1);
584 0713
585 0714 RETURN sts$k_success;
586 0715
587 0716 END;

```

.PSECT DBG\$PLIT,NOWRT, SHR, PIC,0

```

67 6E 69 72 65 74 6E 08 00012 P.AAB: .BYTE 8
67 6E 69 72 65 74 6E 05 00013 .ASCII \entering\
67 6E 69 74 69 78 65 07 0001B P.AAC: .BYTE 7
67 6E 69 74 69 78 65 0001C .ASCII \exiting\

```


				ENTER PHRASE=	P.AAB			
				EXIT PHRASE=	P.AAC			
				.EXTRN	SYSSOPEN, SYSSCONNECT			
				.PSECT	DBG\$CODE, NOWRT, SHR, PIC, 0			
	55	00000000G	00	003C	00000	.ENTRY	DBG\$NCIS_OPENICF, Save R2,R3,R4,R5	: 0613
	50		65	9E	00002	MOVAB	DBG\$GL_CISHEAD, R5	
	53	04	A0	DD	00009	MOVL	DBG\$GL_CISHEAD, R0	: 0649
	52	3C	A3	DD	00010	MOVL	4(R0), RAB_PTR	
			52	DD	00014	MOVL	60(RAB_PTR), FAB_PTR	: 0650
00000000G	00		01	FB	00016	PUSHL	FAB_PTR	: 0652
	54		50	DD	0001D	CALLS	#1, SYSSOPEN	
	0F		54	E9	00020	MOVL	R0, STATUS	
			53	DD	00023	BLBC	STATUS, 18	: 0653
00000000G	00		01	FB	00025	PUSHL	RAB_PTR	: 0681
	54		50	DD	0002C	CALLS	#1, SYSSCONNECT	
	36		54	E8	0002F	MOVL	R0, STATUS	
			02	DD	00032	BLBS	STATUS, 28	: 0682
00000000G	00		01	FB	00034	PUSHL	#2	: 0688
	60	34	A2	9B	0003B	CALLS	#1, DBG\$GET_TEMPHEM	
04	A0	2C	A2	DD	0003F	MOVZBW	52(FAB_PTR), (MSG_DESC)	: 0690
	51		65	DD	00044	MOVL	44(FAB_PTR), 4(MSG_DESC)	: 0691
12	A1		01	88	00047	MOVL	DBG\$GL_CISHEAD, R1	: 0696
	7E	0B	A2	7D	0004B	BISB2	#1, 18(R1)	
			50	DD	0004F	MOVQ	8(FAB_PTR), -(SP)	: 0700
			01	DD	00051	PUSHL	MSG_DESC	: 0699
		00021098	8F	DD	00053	PUSHL	#1	: 0698
00000000G	00		05	FB	00059	PUSHL	#135320	
	04		50	DD	00060	CALLS	#5, DBG\$NMAKE_ARG_VECT	
			04	DD	00064	MOVL	R0, @MESSAGE_VECT	: 0703
			04	DD	00067	MOVL	#4, R0	
	1F	00000000G	00	E9	00068	RET		
	50	00000000'	EF	9E	0006F	BLBC	DBG\$GB_DEF_OUT+2, 38	: 0710
		2C	A2	DD	00076	MOVAB	ENTER PHRASE, PHRASE	: 0712
	7E	34	A2	9A	00079	PUSHL	44(FAB_PTR)	
			50	DD	0007D	MOVZBL	52(FAB_PTR), -(SP)	
			03	DD	0007F	PUSHL	PHRASE	
		0002808B	8F	DD	00081	PUSHL	#3	
00000000G	00		05	FB	00087	PUSHL	#163979	
	50		01	DD	0008E	CALLS	#5, DBG\$NOUT_INFO	: 0714
			04	DD	00091	MOVL	#1, R0	: 0716
						RET		

; Routine Size: 146 bytes, Routine Base: DBG\$CODE + 028C

; 588 0717 1

```

590 0718 1 GLOBAL ROUTINE DBG$NCIS_REMOVE(EXIT_FLAG, MESSAGE_VECT) =
591 0719 1
592 0720 1 FUNCTIONAL DESCRIPTION:
593 0721 1     Removes the top link from the command input stream and delete the
594 0722 1     storage for it. If the link has additional dynamic storage related to
595 0723 1     it, such as a FAB,RAB, input buffer etc., that storage is freed also.
596 0724 1
597 0725 1 FORMAL PARAMETERS:
598 0726 1
599 0727 1     EXIT_FLAG      - TRUE if this routine is called from EXIT or EXITLOOP.
600 0728 1
601 0729 1     MESSAGE_VECT   - The address of a longword to contain the address of
602 0730 1                     a message argument vector.
603 0731 1
604 0732 1 IMPLICIT INPUTS:
605 0733 1
606 0734 1     The head of the command input stream.
607 0735 1
608 0736 1 IMPLICIT OUTPUTS:
609 0737 1
610 0738 1     On error, a message argument vector is constructed and returned.
611 0739 1
612 0740 1 ROUTINE VALUE:
613 0741 1
614 0742 1     ST$K_SUCCESS (1) - Success. Actions performed.
615 0743 1
616 0744 1     ST$K_SEVERE (4) - Failure. Error message argument vector constructed.
617 0745 1
618 0746 1 SIDE EFFECTS:
619 0747 1     The head of the command input stream is reset to what was the
620 0748 1     'next' link before this routine was called. If SET OUTPUT VERIFY,
621 0749 1     then a message is generated saying we are exiting the indirect
622 0750 1     command file.
623 0751 1
624 0752 1
625 0753 1 BEGIN
626 0754 1
627 0755 1 LOCAL
628 0756 1     BOUNDS_MATCH,      TRUE when FOR loop lower bound matches upper bound
629 0757 1     BUFLIST: REF VECTOR[],
630 0758 1     COND,              TRUE or FALSE: condition value in WHILE cis
631 0759 1     DUMMY,             dummy output parameter
632 0760 1     GLOBAL_FLAG,      output param for DEF_SYM_FIND
633 0761 1     KIND,              kind of define symbol
634 0762 1     LOOP_INCR,         the loop increment
635 0763 1     NEW_NAME,          Pointer to the loop variable name
636 0764 1     NEW_VALPTR: REF DBG$VALDESC, ! pointer to a value descriptor
637 0765 1     SIZE,              Size of loop variable name
638 0766 1     SYMID_LIST,        List of symids
639 0767 1     TEMP,              temporary pointer to cis node
640 0768 1     TYPE,              cis node type
641 0769 1     VALPTR: REF DBG$VALDESC, ! pointer to a value descriptor
642 0770 1     VALUE,             value in value descriptor
643 0771 1     VARNAME: REF VECTOR[BYTE], ! name for FOR loop var
644 0772 1     WHILE_FLAG,        ! TRUE for WHILE cis
645 0773 1
646 0774 2

```

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703 0831

! Decrement the count of the number of CIS levels we have.
DBG$GL_CIS_LEVELS = .DBG$GL_CIS_LEVELS - 1;

! If top link is an input buffer, release the storage for that buffer.
IF .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_INPBUF
THEN
    DBG$REL_MEMORY(.DBG$GL_CISHEAD[CIS$A_INIT_ADDR]);

! Also release storage for any other buffers that may have been
! allocated during processing of this line (new buffers get allocated
! when symbols defined by DEFINE/CMD are expanded).
BUFLIST = .DBG$GL_CISHEAD[CIS$A_BUFLIST];
WHILE .BUFLIST NEQ 0 DO
    BEGIN
        DBG$REL_MEMORY(.BUFLIST[1]);
        TEMP = .BUFLIST[0];
        DBG$REL_MEMORY(.BUFLIST);
        BUFLIST = .TEMP;
    END;
DBG$GL_CISHEAD[CIS$A_BUFLIST] = 0;

! If the top Command Input Stream Entry is a SCREEN CIS Entry, we must reset
! the screen displays to which print, source, and error output are directed
! to be the same as they were before this CIS Entry was added to the Command
! Input Stream. We also reset the NOGO flag which disables STEP and GO
! commands inside screen display DEBUG command lists.
IF .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL DBG$K_CIS_SCREEN
THEN
    BEGIN
        DBG$GL_SCREEN_NOGO = .DBG$GL_CISHEAD[CIS$V_SCREEN_NOGO];
        DBG$GL_SCREEN_OUTPUT = .DBG$GL_CISHEAD[CIS$L_SCREEN_OUTPUT];
        DBG$GL_SCREEN_SOURCE = .DBG$GL_CISHEAD[CIS$L_SCREEN_SOURCE];
        DBG$GL_SCREEN_ERROR = .DBG$GL_CISHEAD[CIS$L_SCREEN_ERROR];
    END;

! Unless we are exiting a loop or an indirect command procedure, handle
! the various looping constructs that have CIS entries.
IF NOT .EXIT_FLAG
THEN
    BEGIN
        ! If the top link is a FOR CIS, then increment the FOR-loop counter.
        IF .dbg$gl_cishead[cis$b_input_type] EQL cis_for
        THEN
            BEGIN

```



```

704 0832 4
705 0833 4
706 0834 4
707 0835 4
708 0836 4
709 0837 4
710 0838 4
711 0839 4
712 0840 4
713 0841 4
714 0842 5
715 0843 5
716 0844 5
717 0845 6
718 0846 6
719 0847 6
720 0848 7
721 0849 7
722 0850 7
723 0851 7
724 0852 6
725 0853 6
726 0854 6
727 0855 7
728 0856 7
729 0857 7
730 0858 7
731 0859 7
732 0860 7
733 0861 7
734 0862 7
735 0863 7
736 0864 7
737 0865 7
738 0866 7
739 0867 7
740 0868 7
741 0869 7
742 0870 7
743 0871 7
744 0872 7
745 0873 7
746 0874 7
747 0875 7
748 0876 7
749 0877 7
750 0878 7
751 0879 7
752 0880 7
753 0881 6
754 0882 5
755 0883 4
756 0884 4
757 0885 4
758 0886 4
759 0887 4
760 0888 4

```

```

bounds_match = FALSE;

! Look up the loop counter.
varname = .dbg$gl_cishead [cis$a_for_loop_var];
loop_incr = .dbg$gl_cishead [cis$l_for_loop_incr];
IF dbg$def_sym_find (.varname, kind,
                    valptr, global_flag, .message_vect)
THEN
  BEGIN
    IF .kind EQL define_value
    THEN
      BEGIN
        value = .loop_incr + .valptr [dbg$l_value_value0];
        IF (.loop_incr GTR 0
            AND .value GTR .dbg$gl_cishead [cis$l_for_upper_bound])
        OR (.loop_incr LSS 0
            AND .value LSS .dbg$gl_cishead [cis$l_for_upper_bound])
        THEN
          bounds_match = TRUE
        ELSE
          BEGIN
            ! Copy the value descriptor. Fill in the new incremented
            ! value into the copy. Save away the copy as the new
            ! definition.
            IF NOT dbg$ngget_symid (.valptr, symid_list, .message_vect)
            THEN
              RETURN sts$severe;
            IF NOT dbg$ncopy_desc (.valptr, new_valptr, .message_vect)
            THEN
              RETURN sts$severe;
            dbg$sta_lock_symid (.symid_list);
            new_valptr [dbg$l_value_value0] = .value;
            ! Also copy the name.
            new_name = dbg$get_memory (1+.varname[0]/4);
            ch$move (1+.varname[0], .varname, .new_name);
            IF NOT dbg$def_sym_add (.new_name, define_value,
                                  .new_valptr, FALSE, dummy, .message_vect)
            THEN
              RETURN sts$severe;
            dbg$gl_cishead [cis$w_length] =
              .dbg$gl_cishead [cis$w_init_length];
            dbg$gl_cishead [cis$a_init_ptr] =
              .dbg$gl_cishead [cis$a_init_addr];
            RETURN sts$success;
          END;
        END;
      END;
    END;

! Copy the loop variable name into temporary memory.
! This is for error-message purposes.
size = .varname[0];

```

```
varname = dbg$gl_tempmem (1+.size/4);
ch$move (1+.size, .dbg$gl_cishead[cis$a_for_loop_var],
        .varname);

: If we fall through to here, we are exiting the loop for
: some reason.
: Release the space for the loop counter name.
dbg$rel_memory (.dbg$gl_cishead [cis$a_for_loop_var]);

: If bounds_match is false, we are exiting the loop not because
: the lower bound has matched the upper bound, but rather because
: the loop variable had been redefined.
IF NOT .bounds_match
THEN
    SIGNAL (dbg$_loopvar, 1, .varname);
END;

: If the top link is a repeat cis, then decrement the count.
IF .dbg$gl_cishead[cis$b_input_type] EQL cis_repeat
THEN
    BEGIN
        dbg$gl_cishead [cis$l_repeat_count] =
            .dbg$gl_cishead [cis$l_repeat_count] - 1;

        : If the repeat count is greater than zero, reset the cis
        : to the beginning of the action buffer.
        IF .dbg$gl_cishead [cis$l_repeat_count] GTR 0
        THEN
            BEGIN
                dbg$gl_cishead [cis$w_length] =
                    .dbg$gl_cishead [cis$w_init_length];
                dbg$gl_cishead [cis$a_input_ptr] =
                    .dbg$gl_cishead [cis$a_init_addr];
                RETURN sts$K_success;
            END;
        END;
    END;

END;

: If the top link is a WHILE, or a REPEAT whose count has gone to zero,
: an IF CIS, a FOR CIS, or a SCREEN CIS, then release storage for the
: action buffer. Here we subtract two from the address because storage
: was allocated as a counted string and included the count word.
IF .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_WHILE OR
   .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_REPEAT OR
   .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_IF OR
   .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_FOR OR
   .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_SCREEN
THEN
    DBG$REL_MEMORY(.DBG$GL_CISHEAD[CIS$a_INIT_ADDR] - 2);
```

```

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! If top link is a RAB, release the storage for the FAB, RAB and the
! buffer that holds the indirect command filespec.
IF .DBG$GL_CISHEAD[CIS$b_INPUT_TYPE] EQL CIS_RAB
THEN
  BEGIN
    LOCAL
      FAB_PTR : REF $FAB_DECL, ! File access block pointer
      RAB_PTR : REF $RAB_DECL; ! Record access block pointer

    RAB_PTR = .DBG$GL_CISHEAD [ CIS$a_INPUT_PTR];
    FAB_PTR = .RAB_PTR [RAB$l_FAB];
    IF .DBG$GB_DEF_OUT [OUT_VERIFY]
    THEN
      ICF_MESSAGE(2);      ! Exiting the ICF

      ! Release the filespec buffer. Remember this is a counted
      ! string so the address and length have to be adjusted to
      ! include the count.
      DBG$REL_MEMORY (.FAB_PTR[FAB$l_FNA]-1);

      ! CLOSE and DISCONNECT
      $CLOSE (FAB=.fab_ptr);
      dbg$rel_memory (.rab_ptr);
      dbg$rel_memory (.fab_ptr);

      ! Release the space taken up by the local define list.
      IF NOT dbg$def_pr_exit (.message_vect)
      THEN
        RETURN sts$k_severe;

    END;

  IF NOT .exit_flag
  THEN
    BEGIN
      ! For a WHILE CIS, find out whether the condition is still true.
      IF .dbg$gl_cishead [cis$b_input_type] EQL cis_while
      THEN
        BEGIN
          while_flag = TRUE;
          cond = .dbg$gl_cishead [cis$v_while_flag];
          END
        ELSE
          while_flag = FALSE;
      
```



```

875 1003
876 1004
877 1005
878 1006
879 1007
880 1008
881 1009
882 1010
883 1011
884 1012
885 1013
886 1014
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888 1016
889 1017
890 1018
891 1019
892 1020
893 1021
894 1022
895 1023
896 1024
897 1025
898 1026
899 1027
900 1028
901 1029
902 1030
903 1031
904 1032
905 1033

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END;

: Remove the link from the command input stream
temp = .dbg$gl_cishead ;
dbg$gl_cishead = .dbg$gl_cishead [cis$a_next_link];

: Now release the storage for the link itself
dbg$rel_memory (.temp);

IF NOT .exit_flag
THEN
: If the cis is a WHILE, then set up the top cis for another iteration.
IF .while_flag
THEN
IF .cond
THEN
BEGIN
dbg$gl_cishead [cis$a_input_ptr] =
dbg$gl_cishead [cis$a_while_clause];
dbg$gl_cishead [cis$a_length] =
dbg$gl_cishead [cis$a_while_length];
END;
RETURN sts$k_success;
END;

```

```

.PSECT DBG$PLIT,NOWRT, SHR, PIC,0

67 6E 69 72 65 74 6E 08 00023 P.AAD: .BYTE 8
67 6E 69 74 69 78 07 00024 P.AAE: .ASCII \entering\
67 6E 69 74 69 78 07 0002C P.AAE: .BYTE 7
67 6E 69 74 69 78 07 0002D P.AAE: .ASCII \exiting\

ENTER_PHRASE= P.AAD
EXIT_PHRASE= P.AAE
.EXITRN SYS$CLOSE

.PSECT DBG$CODE,NOWRT, SHR, PIC,0

OFFC 00000
.ENTRY DBG$NCIS_REMOVE, Save R2,R3,R4,R5,R6,R7,R8,-, 0718
R9,R10,RT1
MOVAB DBG$GL_CISHEAD, R11
SUBL2 #24, SP
DECL DBG$GL_CIS_LEVELS
MOVL DBG$GL_CISREAD, R0
CMPB 2(R0), #2
BNEQ 1$
PUSHL 12(R0)
CALLS #1, DBG$REL_MEMORY
0778
0783
0785

```

			50		6B	D0	00025	18:	MOVL	DBG\$GL_CISHEAD, R0	0792
			52		A0	D0	00028		MOVL	48(R0), BUFLIST	
				30	1B	13	0002C	28:	BEQL	3\$	0793
				04	A2	DD	0002E		PUSHL	4(BUFLIST)	0795
	00000000G	00			01	FB	00031		CALLS	#1, DBG\$REL_MEMORY	
		5A			62	D0	00038		MOVL	(BUFLIST), TEMP	0796
	00000000G	00			52	DD	0003B		PUSHL	BUFLIST	0797
					01	FB	0003D		CALLS	#1, DBG\$REL_MEMORY	
		52			5A	D0	00044		MOVL	TEMP, BUFLIST	0798
					E3	11	00047		BRB	2\$	0793
		50			6B	D0	00049	38:	MOVL	DBG\$GL_CISHEAD, R0	0800
				30	A0	D4	0004C		CLRL	48(R0)	
		08		02	A0	91	0004F		CMPB	2(R0), #8	0809
					22	12	00053		BNEQ	4\$	
00000000G	00		01		02	EF	00055		EXTZV	#2, #1, 18(R0), DBG\$GL_SCREEN_NOGO	0812
	00000000G	00		24	A0	D0	0005F		MOVL	36(R0), DBG\$GL_SCREEN_OUTPUT	0813
	00000000G	00		28	A0	D0	00067		MOVL	40(R0), DBG\$GL_SCREEN_SOURCE	0814
	00000000G	00		2C	A0	D0	0006F		MOVL	44(R0), DBG\$GL_SCREEN_ERROR	0815
		03		04	AC	E9	00077	48:	BLBC	EXIT_FLAG, 5\$	0822
					0121	31	00078		BRW	16\$	
		07		02	A0	91	0007E	58:	CMPB	2(R0), #7	0829
					03	13	00082		BEQL	6\$	
					00FE	31	00084		BRW	14\$	
					59	D4	00087	68:	CLRL	BOUNDS_MATCH	0833
		57		1C	A0	D0	00089		MOVL	28(R0), VARNAME	0837
		53		20	A0	D0	0008D		MOVL	32(R0), LOOP_INCR	0838
				08	AC	DD	00091		PUSHL	MESSAGE_VECT	0840
				04	AE	9F	00094		PUSHAB	GLOBAL_FLAG	0839
				0C	AE	9F	00097		PUSHAB	VALPTR	
				14	AE	9F	0009A		PUSHAB	KIND	
					57	DD	0009D		PUSHL	VARNAME	
	00000000G	00			05	FB	0009F		CALLS	#5, DBG\$DEF_SYM_FIND	
		2C			50	E9	000A6		BLBC	R0, 9\$	
		05		08	AE	D1	000A9		CMPL	KIND, #5	0843
					26	12	000AD		BNEQ	9\$	
		52		04	AE	D0	000AF		MOVL	VALPTR, R2	0847
54		53		20	A2	C1	000B3		ADDL3	32(R2), LOOP_INCR, VALUE	
					53	D5	000B8		TSTL	LOOP_INCR	0848
					09	15	000BA		BLEQ	7\$	
		50			6B	D0	000BC		MOVL	DBG\$GL_CISHEAD, R0	0849
	18	A0			54	D1	000BF		CMPL	VALUE, -24(R0)	
					0D	14	000C3		BGTR	8\$	
					53	D5	000C5	78:	TSTL	LOOP_INCR	0850
					0E	18	000C7		BGEQ	10\$	
		50			6B	D0	000C9		MOVL	DBG\$GL_CISHEAD, R0	0851
	18	A0			54	D1	000CC		CMPL	VALUE, -24(R0)	
					05	18	000D0		BGEQ	10\$	
		59			01	D0	000D2	88:	MOVL	#1, BOUNDS_MATCH	0853
					72	11	000D5	98:	BRB	13\$	
				08	AC	DD	000D7	108:	PUSHL	MESSAGE_VECT	0861
				10	AE	9F	000DA		PUSHAB	SYMID_LIST	
					52	DD	000DD		PUSHL	R2	
	00000000G	00			03	FB	000DF		CALLS	#3, DBG\$NGET_SYMID	
		55			50	E9	000E6		BLBC	R0, 11\$	
				08	AC	DD	000E9		PUSHL	MESSAGE_VECT	0864
				14	AE	9F	000EC		PUSHAB	NEW_VALPTR	
					52	DD	000EF		PUSHL	R2	

00000000G	00	03	FB	000F1	CALLS	#3, DBG\$NCPY_DESC	
	43	50	E9	000F8	BLBC	R0, 11\$	
		0C	AE	DD	PUSHL	SYMID_LIST	0867
00000000G	00	01	FB	000FE	CALLS	#1, DBG\$STA_LOCK_SYMID	
	56	10	AE	DD	MOVL	NEW VALPTR, R6	0868
20	A6	54	DD	00109	MOVL	VALUE, 32(R6)	
	50	67	9A	0010D	MOVZBL	(VARNAME), R0	0870
	50	04	C6	00110	DIVL2	#4, R0	
		01	A0	9F	PUSHAB	1(R0)	
00000000G	00	01	FB	00116	CALLS	#1, DBG\$GET_MEMORY	
	58	50	DD	0011D	MOVL	R0, NEW_NAME	
	50	67	9A	00120	MOVZBL	(VARNAME), R0	0871
		50	D6	00123	INCL	R0	
68	67	50	28	00125	MOVC3	R0, (VARNAME), (NEW_NAME)	
		08	AC	DD	PUSHL	MESSAGE_VECT	0873
		18	AE	9F	PUSHAB	DUMMY	0872
			7E	D4	CLRL	-(SP)	
			56	DD	PUSHL	R6	0873
			05	DD	PUSHL	#5	0872
			58	DD	PUSHL	NEW_NAME	
00000000G	00	06	FB	00137	CALLS	#6, DBG\$DEF_SYM_ADD	
	03	50	E8	0013E	BLBS	R0, 12\$	
		00F2	31	00141	BRW	20\$	
	50	6B	DD	00144	MOVL	DBG\$GL_CISHEAD, R0	0876
		4A	11	00147	BRB	15\$	0877
	52	67	9A	00149	MOVZBL	(VARNAME), SIZE	0888
50	52	04	C7	0014C	DIVL3	#4, SIZE, R0	0889
		01	A0	9F	PUSHAB	1(R0)	
00000000G	00	01	FB	00153	CALLS	#1, DBG\$GET_TEMPMEM	
	57	50	DD	0015A	MOVL	R0, VARNAME	
		52	D6	0015D	INCL	R2	0890
	56	6B	DD	0015F	MOVL	DBG\$GL_CISHEAD, R6	
67	1C	52	28	00162	MOVC3	R2, 32(R6), (VARNAME)	0891
		A6	DD	00167	PUSHL	28(R6)	0897
00000000G	00	01	FB	0016A	CALLS	#1, DBG\$REL_MEMORY	
	11	59	E8	00171	BLBS	BOUNDS_MATCH, 14\$	0903
		57	DD	00174	PUSHL	VARNAME	0905
		01	DD	00176	PUSHL	#1	
		8F	DD	00178	PUSHL	#165571	
00000000G	00	03	FB	0017E	CALLS	#3, LIB\$SIGNAL	
	50	6B	DD	00185	MOVL	DBG\$GL_CISHEAD, R0	0910
	04	02	A0	91	CMPB	2(R0), #4	
			11	12	BNEQ	16\$	
		18	A0	D7	DECL	24(R0)	0914
			0C	15	BLEQ	16\$	0919
	60	10	A0	B0	MOVW	16(R0), (R0)	0923
04	A0	0C	A0	DD	MOVL	12(R0), 4(R0)	0925
			00DE	31	BRW	24\$	0926
	50		6B	DD	MOVL	DBG\$GL_CISHEAD, R0	0939
	51	02	A0	9A	MOVZBL	2(R0), R1	
	05		51	91	CMPB	R1, #5	
			14	13	BEQL	17\$	
	04		51	91	CMPB	R1, #4	0940
			0F	13	BEQL	17\$	
	06		51	91	CMPB	R1, #6	0941
			0A	13	BEQL	17\$	
	07		51	91	CMPB	R1, #7	0942

			05	13	00188	BEQL	17\$		
			51	91	0018A	CMPB	R1, #8	0943	
			0C	12	0018D	BNEQ	18\$		
7E	0C	A0	02	C3	001BF	SUBL3	#2, 12(R0), -(SP)	0945	
	00	00	01	FB	001C4	CALLS	#1, DBG\$REL_MEMORY		
	50		6B	D0	001CB	MOVL	DBG\$GL_CISHEAD, R0	0951	
	01	02	A0	91	001CE	CMPB	2(R0), -#1		
			66	12	001D2	BNEQ	21\$		
	53	04	A0	D0	001D4	MOVL	4(R0), RAB_PTR	0959	
	52	3C	A3	D0	001D8	MOVL	60(RAB_PTR), FAB_PTR	0960	
	1F	00000000G	00	E9	001DC	BLBC	DBG\$GB_DEF_OUT+2, 19\$	0961	
	50	00000000'	EF	9E	001E3	MOVAB	EXIT_PHRASE, PHRASE	0963	
		2C	A2	DD	001EA	PUSHL	44(FAB_PTR)		
	7E	34	A2	9A	001ED	MOVZBL	52(FAB_PTR), -(SP)		
			50	DD	001F1	PUSHL	PHRASE		
			03	DD	001F3	PUSHL	#3		
		0002808B	8F	DD	001F5	PUSHL	#163979		
	00		05	FB	001FB	CALLS	#5, DBG\$NOUT_INFO		
7E	2C	A2	01	C3	00202	SUBL3	#1, 44(FAB_PTR), -(SP)	0970	
	00	00	01	FB	00207	CALLS	#1, DBG\$REL_MEMORY		
			52	DD	0020E	PUSHL	FAB_PTR	0975	
	00	00	01	FB	00210	CALLS	#1, -SYS\$CLOSE		
			53	DD	00217	PUSHL	RAB_PTR	0977	
	00	00	01	FB	00219	CALLS	#1, DBG\$REL_MEMORY		
			52	DD	00220	PUSHL	FAB_PTR	0978	
	00	00	01	FB	00222	CALLS	#1, DBG\$REL_MEMORY		
		08	AC	DD	00229	PUSHL	MESSAGE_VECT	0982	
	00	00	01	FB	0022C	CALLS	#1, DBG\$DEF_PR_EXIT		
	04		50	E8	00233	BLBS	R0, 21\$		
	50		04	D0	00236	MOVL	#4, R0	0984	
				04	00239	RET			
	16	04	AC	E8	0023A	BLBS	EXIT_FLAG, 23\$	0988	
	50		6B	D0	0023E	MOVL	DBG\$GL_CISHEAD, R0	0995	
	05	02	A0	91	00241	CMPB	2(R0), -#5		
			0B	12	00245	BNEQ	22\$		
	52		01	D0	00247	MOVL	#1, WHILE_FLAG	0998	
53	12	A0	01	EF	0024A	EXTZV	#1, #1, 18(R0), COND	0999	
			02	11	00250	BRB	23\$	0995	
			52	D4	00252	CLRL	WHILE_FLAG	1002	
	50		6B	D0	00254	MOVL	DBG\$GL_CISHEAD, R0	1009	
	5A		50	D0	00257	MOVL	R0, TEMP		
	6B	08	A0	D0	0025A	MOVL	8(R0), DBG\$GL_CISHEAD	1010	
			5A	DD	0025E	PUSHL	TEMP	1014	
	00000000G	00	01	FB	00260	CALLS	#1, DBG\$REL_MEMORY		
	12	04	AC	E8	00267	BLBS	EXIT_FLAG, 24\$	1016	
	0F		52	E9	0026B	BLBC	WHILE_FLAG, 24\$	1020	
	0C		53	E9	0026E	BLBC	COND, -24\$	1022	
	50		6B	D0	00271	MOVL	DBG\$GL_CISHEAD, R0	1025	
	04	A0	14	A0	00274	MOVL	20(R0), 4(R0)	1026	
	60	34	A0	B0	00279	MOVW	52(R0), (R0)	1028	
	50		01	D0	0027D	MOVL	#1, R0	1031	
			04	00280	RET			1033	

; Routine Size: 641 bytes. Routine Base: DBG\$CODE + 031E

```
907 1034 1 GLOBAL ROUTINE DBG$NGET_ADDRESS (ADDR_EXP_DESC, ADDRESS, TYPE, PROLOG_FLAG, MESSAGE_VECT) =
908 1035 1
909 1036 1
910 1037 1
911 1038 1
912 1039 1
913 1040 1
914 1041 1
915 1042 1
916 1043 1
917 1044 1
918 1045 1
919 1046 1
920 1047 1
921 1048 1
922 1049 1
923 1050 1
924 1051 1
925 1052 1
926 1053 1
927 1054 1
928 1055 1
929 1056 1
930 1057 1
931 1058 1
932 1059 1
933 1060 1
934 1061 1
935 1062 1
936 1063 1
937 1064 1
938 1065 1
939 1066 1
940 1067 1
941 1068 1
942 1069 1
943 1070 1
944 1071 1
945 1072 1
946 1073 1
947 1074 1
948 1075 1
949 1076 1
950 1077 1
951 1078 1
952 1079 1
953 1080 1
954 1081 1
955 1082 1
956 1083 1
957 1084 1
958 1085 1
959 1086 2
960 1087 3
961 1088 3
962 1089 2
963 1090 2

GLOBAL ROUTINE DBG$NGET_ADDRESS (ADDR_EXP_DESC, ADDRESS, TYPE, PROLOG_FLAG, MESSAGE_VECT) =
++
FUNCTIONAL DESCRIPTION:
    This routine is called with a descriptor, as returned
    by the Address Expression Interpreter, to obtain the address bound to the
    entity described by the descriptor.

FORMAL PARAMETERS:
    ADDR_EXP_DESC - A longword containing the address of either a
                   value or primary descriptor
    ADDRESS        - The address of a quadword to contain the resulting
                   byte address and bit offset
    TYPE           - The address of a longword to contain the type of the address
                   (No longer used).
    PROLOG_FLAG    - A flag set to true to indicate this routine is
                   called from SET BREAK/TRACE, SHOW BREAK/TRACE, where
                   routine break address is taken from the primary
                   routine/entry rst entry.
    MESSAGE_VECT   - The address of a longword to contain the address of a
                   message argument vector upon detection of errors

IMPLICIT INPUTS:
    NONE

IMPLICIT OUTPUTS:
    On error, a message argument vector is constructed and returned.

ROUTINE VALUE:
    An unsigned integer longword completion code

COMPLETION CODES:
    STS$K_SUCCESS (1) - Success. Address and type returned.
    STS$K_SEVERE (4)  - Failure. No type and/or address obtained.
                      Message argument vector returned.

SIDE EFFECTS:
    NONE

--
BEGIN
MAP
    ADDRESS: REF VECTOR[ LONG],
    ADDR_EXP_DESC: REF DBG$VALDESC; ! Points to a new style Descriptor.
```

```

964      1091      2
965      1092
966      1093
967      1094
968      1095
969      1096
970      1097
971      1098
972      1099
973      1100
974      1101
975      1102
976      1103
977      1104
978      1105
979      1106
980      1107
981      1108
982      1109
983      1110
984      1111
985      1112
986      1113
987      1114
988      1115
989      1116
990      1117
991      1118
992      1119
993      1120
994      1121
995      1122
996      1123
997      1124
998      1125
999      1126
1000     1127
1001     1128
1002     1129
1003     1130
1004     1131
1005     1132
1006     1133
1007     1134
1008     1135
1009     1136
1010     1137
1011     1138
1012     1139
1013     1140
1014     1141
1015     1142
1016     1143
1017     1144
1018     1145
1019     1146
1020     1147      2

LOCAL
  VMS_DESC: REF DBG$STG_DESC,
  RSTPTR: REF RST$ENTRY;

  ! If the flag is set, take the break address from Routine/Entry RST
  ! in Primary. (The only way this flag can be set is in DBGEVENT.)
  IF .PROLOG_FLAG
  THEN
    BEGIN
      RSTPTR = .ADDR_EXP_DESC[DBG$L_DHDR_SYMID0];
      ADDRESS[0] = .RSTPTR[RST$L_BREAKADDR];
      ADDRESS[1] = 0;
      RETURN sts$k_success;
    END;

  ! Check whether we are looking at a Primary Descriptor.
  IF .ADDR_EXP_DESC [DBG$B_DHDR_TYPE] EQL DBG$K_PRIMARY_DESC
  THEN
    BEGIN
      ! Allocate temporary memory for the VMS descriptor.
      VMS_DESC = DBG$GET_TEMPMEM (3);

      ! Call the routine that fills in the VMS descriptor.
      DBG$MAKE_VMS_DESC (.ADDR_EXP_DESC, .VMS_DESC);
    END

  ! Check for Volatile Value Descriptor.
  ELSE
    IF .ADDR_EXP_DESC [DBG$B_DHDR_TYPE] EQL DBG$K_V_VALUE_DESC
    THEN
      VMS_DESC = ADDR_EXP_DESC [DBG$A_VALUE_VMSDESC]

      ! Any other kind of descriptor is an error.
    ELSE
      $DBG_ERROR ('DBGNEXCTE\DBG$NGET_ADDRESS unexpected descriptor type');

  ! Fill in the output parameter to point to the
  ! (byte address, bit offset) quadword in the VMS descriptor.
  ADDRESS[0] = .VMS_DESC[DSC$A_POINTER];
  IF .VMS_DESC[DSC$B_CLASS] NEQ DSC$K_CLASS_UBS
  THEN
    ADDRESS[1] = 0
  ELSE
    ADDRESS[1] = .VMS_DESC[DSC$L_POS];

  RETURN sts$k_success;
```


: 1021 1148 1 END: ! End of dbg\$ngct_address

```

.PSECT DBG$PLIT,NOWRT, SHR, PIC,0
24 47 42 44 5C 45 54 43 58 45 4E 47 42 44 35 00034 P.AAF: .ASCII \5DBGNEXCTE\<92>\DBG$NGET_ADDRESS unexpe\
6E 75 20 53 53 45 52 44 44 41 5F 65 70 78 65 00043
72 6F 74 70 69 72 63 73 65 64 20 64 65 74 63 00052
65 70 79 74 20 00065 .ASCII \cted descriptor type\

.PSECT DBG$CODE,NOWRT, SHR, PIC,0
0004 00000 .ENTRY DBG$NGET_ADDRESS, Save R2
12 10 AC E9 00002 BLBC PROLOG FLAG, 1$
50 04 AC D0 00006 MOVL ADDR_EXP_DESC, R0
51 0C A0 D0 0000A MOVL 12(R0), RSTPTR
50 08 AC D0 0000E MOVL ADDRESS, R0
60 28 A1 D0 00012 MOVL 40(RSTPTR), (R0)
00000079 8F 04 BC 08 5D 11 00016 BRB 5$
10 ED 00018 1$: CMPZV #16, #8, @ADDR_EXP_DESC, #121
1A 12 00022 BNEQ 2$
03 DD 00024 PUSHL #3
01 FB 00026 CALLS #1, DBG$GET_TEMPMEM
50 D0 0002D MOVL R0, VMS_DESC
52 DD 00030 PUSHL VMS_DESC
04 AC DD 00032 PUSHL ADDR_EXP_DESC
00000000G 00 02 FB 00035 CALLS #2, DBG$MAKE_VMS_DESC
28 11 0003C BRB 4$
00000083 8F 04 BC 08 10 ED 0003E 2$: CMPZV #16, #8, @ADDR_EXP_DESC, #131
07 12 00048 BNEQ 3$
52 04 AC 14 C1 0004A ADDL3 #20, ADDR_EXP_DESC, VMS_DESC
15 11 0004F BRB 4$
00000000' EF 9F 00051 3$: PUSHAB P.AAF
01 DD 00057 PUSHL #1
00028362 8F DD 00059 PUSHL #164706
03 FB 0005F CALLS #3, LIB$SIGNAL
00000000G 00 04 A2 D0 00066 4$: MOVL 4(VMS_DESC), @ADDRESS
08 BC 08 AC D0 0006B MOVL ADDRESS, R0
50 OD 03 A2 91 0006F CMPB 3(VMS_DESC), #13
0D 05 13 00073 BEQL 6$
04 A0 D4 00075 5$: CLRL 4(R0)
05 11 00078 BRB 7$
04 A0 08 A2 D0 0007A 6$: MOVL 8(VMS_DESC), 4(R0)
50 01 D0 0007F 7$: MOVL #1, R0
04 00082 RET

```

: Routine Size: 131 bytes. Routine Base: DBG\$CODE + 059F

: 1022 1149 1 END !End of module
: 1023 1150 0 ELUDOM

.EXTRN LIB\$SIGNAL

PSECT SUMMARY

Name	Bytes	Attributes
DBG\$PLIT	106	NOVEC,NOWRT, RD ; EXE, SHR, LCL, REL, CON, PIC,ALIGN(0)
DBG\$CODE	1570	NOVEC,NOWRT, RD ; EXE, SHR, LCL, REL, CON, PIC,ALIGN(0)

Library Statistics

File	----- Total	Symbols Loaded	----- Percent	Pages Mapped	Processing Time
-\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	23	0	1000	00:01.9
-\$255\$DUA28:[DEBUG.OBJ]STRUCDEF.L32;1	32	0	0	7	00:00.1
-\$255\$DUA28:[DEBUG.OBJ]DBGLIB.L32;1	1545	167	10	97	00:01.9
-\$255\$DUA28:[DEBUG.OBJ]DSTRECRDS.L32;1	418	0	0	31	00:00.4
-\$255\$DUA28:[DEBUG.OBJ]DBGMSG.L32;1	386	4	1	22	00:00.3
-\$255\$DUA28:[DEBUG.OBJ]DBGGEN.L32;1	150	2	1	12	00:00.3

COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LISS:DBGNEXCTE/OBJ=OBJ\$:DBGNEXCTE MSRC\$:DBGNEXCTE/UPDATE=(ENH\$:DBGNEXCTE)

Size: 1570 code + 106 data bytes

Run Time: 00:32.2

Elapsed Time: 01:41.7

Lines/CPU Min: 2146

Lexemes/CPU-Min: 12100

Memory Used: 261 pages

Compilation Complete

0087 AH-BT13A-SE
VAX/VMS V4.0

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DBGNMSG
LIS

DBGHELP
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DBGNPARSE
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